

PITSTOP II™

• Head to head motor racing • On screen map • 6 different circuits • Full pit facilities.

"Simply the best race game for the 64"
... *One more User.*
"This is a super racing game, graphics and sound being of the highest quality"
... *95% overall Zzap! 64.*



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PITSTOP II™



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PITSTOP II™



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PITSTOP II™

INTRODUCTION

PITSTOP II is the first racing game that brings you the thrill of battling an opponent, the excitement of fighting for the lead out on the track and the suspense of struggling to be the first out of the pits. Realistic first-person graphics and a split-screen display allow you and another player to experience the challenge of auto racing head-to-head. The challenge of true competitive action.

OBJECTIVE

Winning each race requires strategy, determination and guts. Drive as hard as you can, but keep an eye on your tyres and fuel gauge. You may find that you can build a lead by wearing out your tyres, then lose the race because you have to make an extra pit stop. Your objective is to balance speed against fuel consumption and tyre wear – to spend as much time on the track and as little time as you can in the pits. The player who makes the fastest pit stops usually has the edge in winning the race.

LOADING INSTRUCTIONS

Press and hold down **SHIFT** then press **RUN/STOP**. Start the tape as prompted. The game is recorded in four sections. One player uses Joystick port #2. Two player second Joystick port #1.

STARTING PLAY

After the game has finished loading, a menu screen will appear, displaying the options available. You can select the number of players, the number of laps, change the level of difficulty, choose any single race track or try your skill at the grand circuit.

■ Push the joystick up or down to move up or down the menu.

- Push the joystick right or left to change an option.
- Select "START THE RACE" and press **FIRE** to begin.

CONTROLS

- 1. Steering:** Use the joystick to steer your car while on the track.
- 2. Speed:** To accelerate, push forward on the joystick. To apply the brakes, pull back on the joystick. For additional acceleration, press **FIRE** to engage the "turbo".
- 3. Pit Crew:** Use your joystick to move the steering wheel cursor to the crew member you wish to control. Press the **FIRE** button to activate the crew member, then move him with the joystick. To use another crew member, press the **FIRE** button to disengage cursor, then reposition the cursor with your joystick. Press **FIRE** again to engage the other crew member. To leave the pits, position the cursor over your driver and press **FIRE**.

RACING

When its race time, PITSTOP II changes to a split-screen display, with two views of the race track. The upper half of the screen is player one's display. Player Two (or the computer) uses the lower half of the screen.

The maps: Use the course map, located at the right of the screen, to determine your position and the distance to the pit. You can see your opponent's position on his course menu.

Tyres and Fuel: Monitor your fuel supply and tyre wear because you'll need to make a pit stop when your fuel is low or when your tyres are worn. Your fuel indicator is located at the bottom half of the screen.

Tyre wear is indicated by the colour of your tyres – they start black and change to lighter colours as tyre wear increases – they finally turn white at the last stage before a blowout.

The pits: The entrance will appear on the LEFT hand side of the track as you approach the pits. To enter the pits, steer your car into the entrance. To refuel, move the crew

member with the hose to the petrol intake at the side of your car. Watch your fuel indicator – if you overfill, the tank will empty and you'll have to start over.

To change tyres, move your second crew member to a worn tyre. After he grabs it, hurry to the correct stack of new tyres. The stack near the rear of your car has rear tyres and the stack near the front has front tyres. Once you pick up a new tyre, move back to the car and fit it. To leave the pits, move the cursor over your driver and press **FIRE**. Be sure crew members are away from your car.

GRAND CIRCUIT

For an additional challenge, select the **GRAND CIRCUIT** on the game menu. Here you'll race all of the tracks in succession, building points according to how you finish each race. After the last race, the driver with the highest point total is considered the World Driving Champion.

SCORING

After each race the final standings list the order of finish, laps completed and racing times. Also listed is the number of points awarded to each driver, according to the order of finish. When you race the **GRAND CIRCUIT**, the championship will go to the driver with the highest point total for all six races on the circuit.

CONTINUING PLAY

When a race is over, press **FIRE** to play again. In addition, you can restart the game at any time during play by pressing **RESTORE**.

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